

User Interface Testing

Introduction

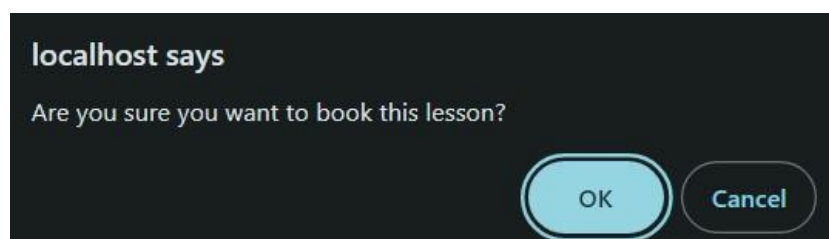
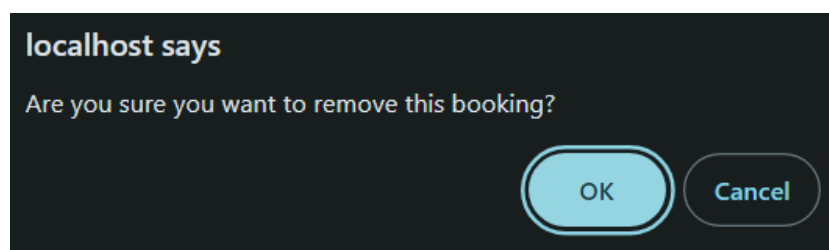
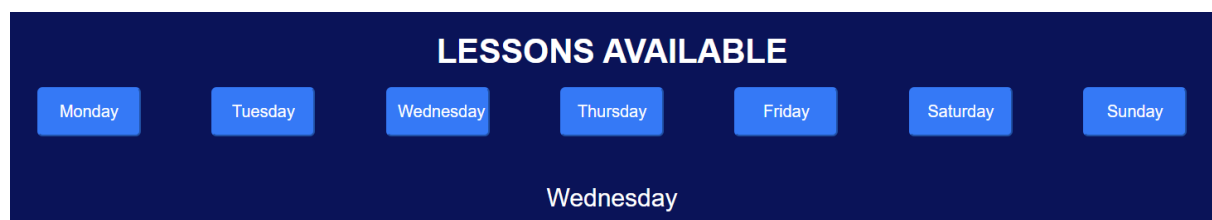
In this document we will test 4 of the principles of user interface design that we outlined in the Requirements documentation in the beginning of the assignment. We will be testing our application to access whether it has met the requirements for user feedback, minimal clicks required, easy mistake corrections and that the website is consistent in its design throughout.

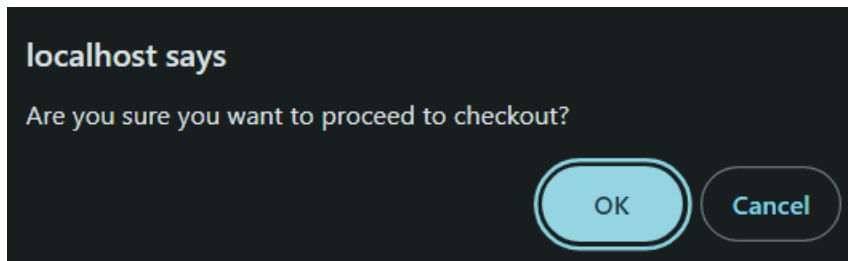
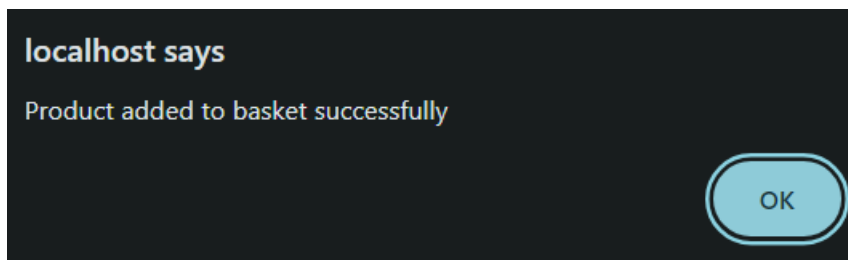
Feedback

Providing users with useful feedback is an important principal of user design, it not only confirms to the user that the action was completed but also ensure the user completed the task they wanted too correctly.

We planned to give the user feedback as much as possible when using the application, such as displaying a message when the user has booked or cancelled lesson, added an item to their cart or on completion of an order.

This planned feedback was only partially implemented in the code, with only the order confirmation being presented to the user. To correct this, several alert messages were implemented to tell the user when they attempted an action.

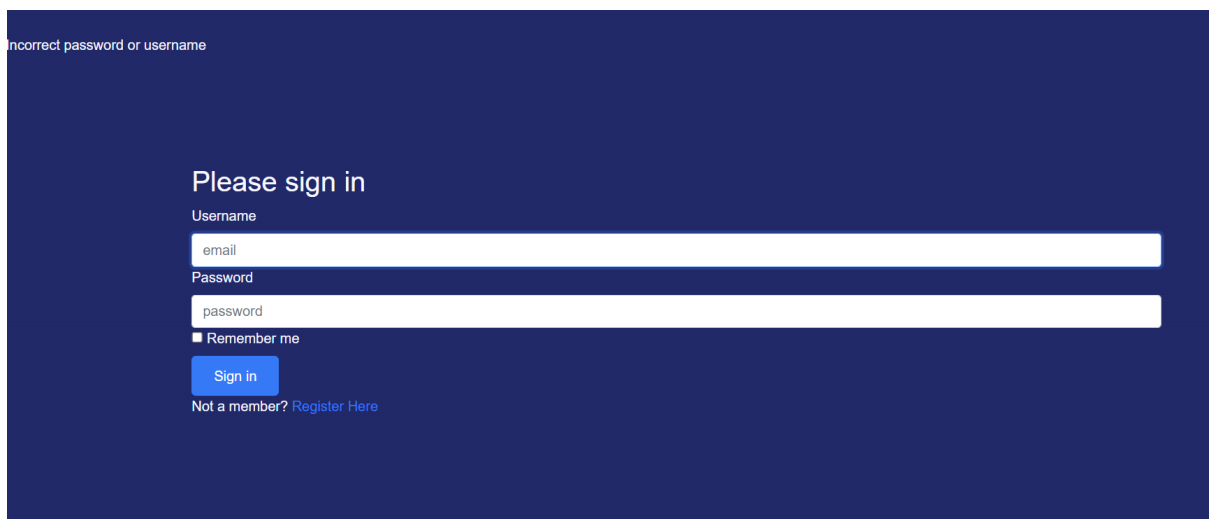




Another form of user feedback we planned on implementing was error messages. It is crucial to tell the user where they have gone wrong when completing tasks so that they easily can fix the mistake without becoming irritated when using the application.

Although these error messages were implemented, they could be improved upon with more clear and better worded messages. Our initial messages blended in with the rest of the page and had poor, unclear or negative wording. To rectify the situation, alert boxes were implemented to make the messages stand out from the code and were re worded with more concise and positive wording.

Error messages before change.



```
echo "Incorrect password or username";
```

Error messages after change.

localhost says

Incorrect password or username, please try again

OK

```
echo "<script>alert('Incorrect password or username, please try again')</script>";
```

localhost says

Email already exists. Please use a different email

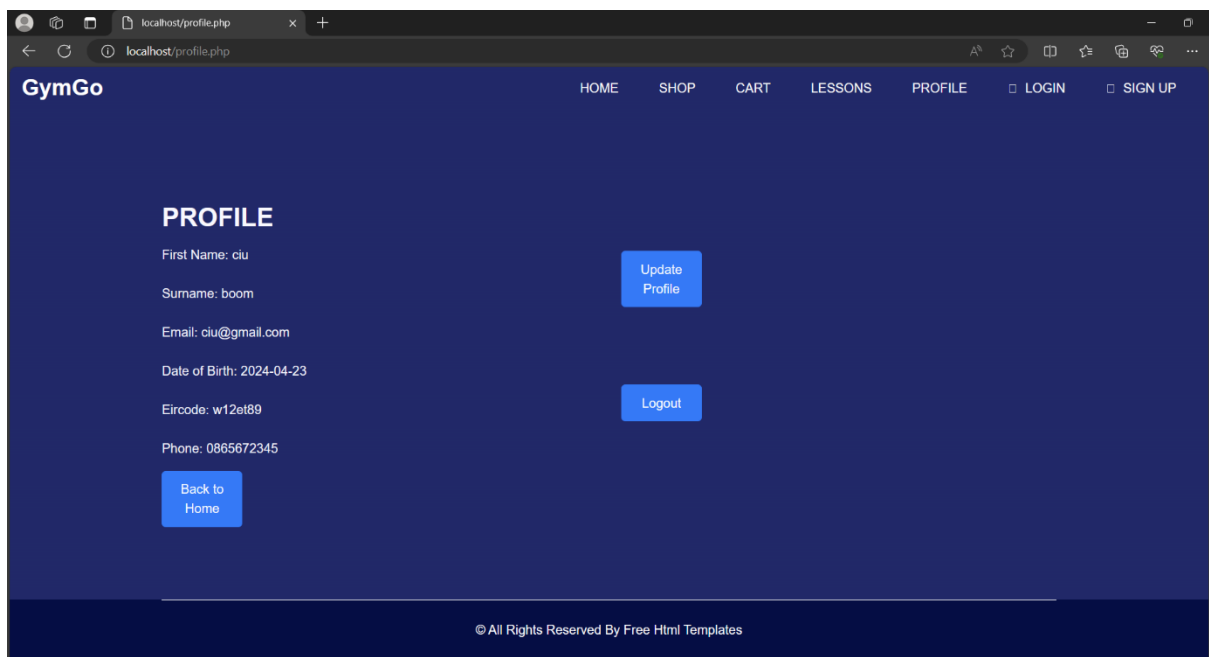
OK

```
echo "<script>alert('Email already exists. Please use a different email')</script>";
```

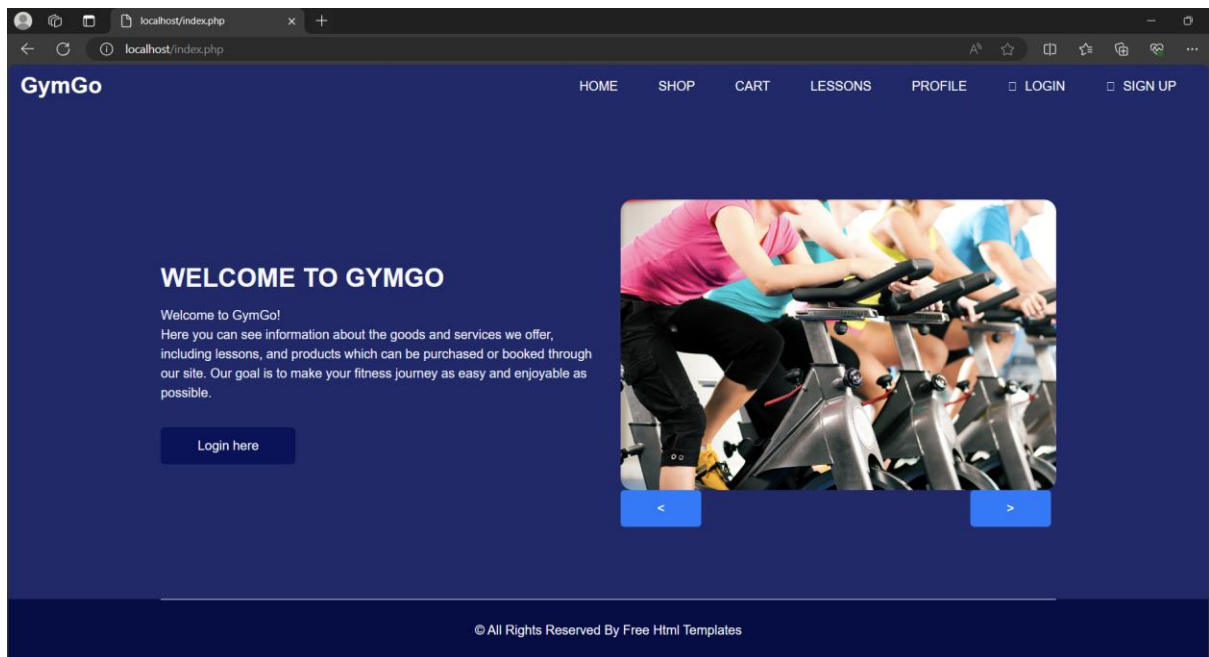
These changes in the user interface design greatly enhanced the user experience, giving the user a better understanding of the application and more concise instructions when mistakes were made.

Recoverability

Principals of user interface design from requirements

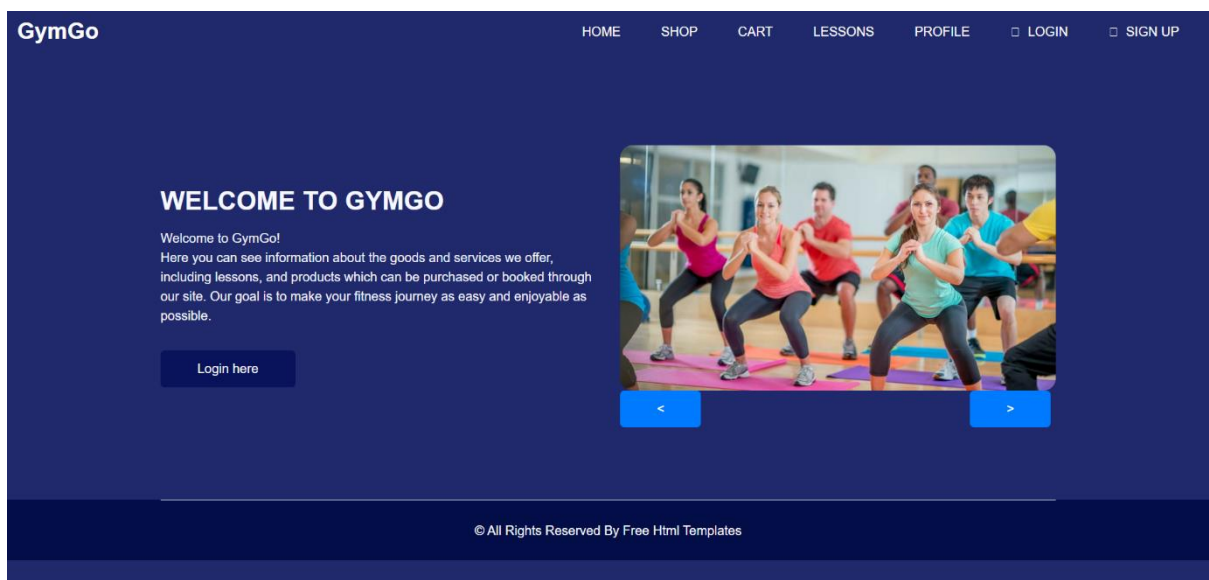


The 'Back to Home' button allows the user to go back to the home page.



Enhanced User Control: The "Back to Home" button empowers users by offering them control over their navigation within the interface. Positioned strategically, it allows users to backtrack to the main page without relying solely on the browser's back button or other navigation elements. This sense of control enhances user satisfaction and fosters a positive user experience.

Consistency



GymGo's website keeps things simple and consistent on every page. The navigation bar always has the same options HOME, SHOP, CART, LESSONS, PROFILE, LOGIN, SIGN UP which helps people easily navigate around. Everything from the colour of the buttons to the font style matches so users don't have to guess what to do next. This makes the site easy to use because

everything feels the same no matter where you click. With everything looking and working the same way users can move through the site smoothly, making their experience on our website easy.

Minimal user clicks

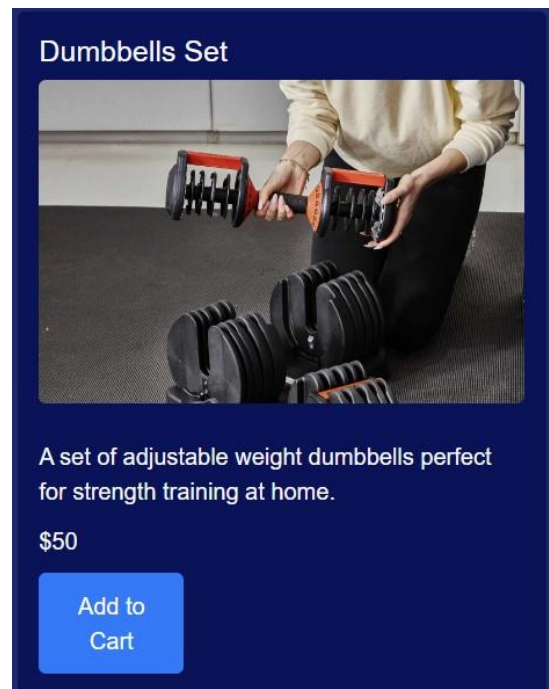
Our idea from the beginning was to implement a quick '3-Click' process to let the user purchase our products.

Why are 'Minimal Clicks' needed & will the '3-Click' process work?

Efficiency: By minimizing the number of clicks or taps required to perform tasks, the interface becomes more efficient. Users can accomplish their goals more quickly, which enhances their overall satisfaction and productivity.

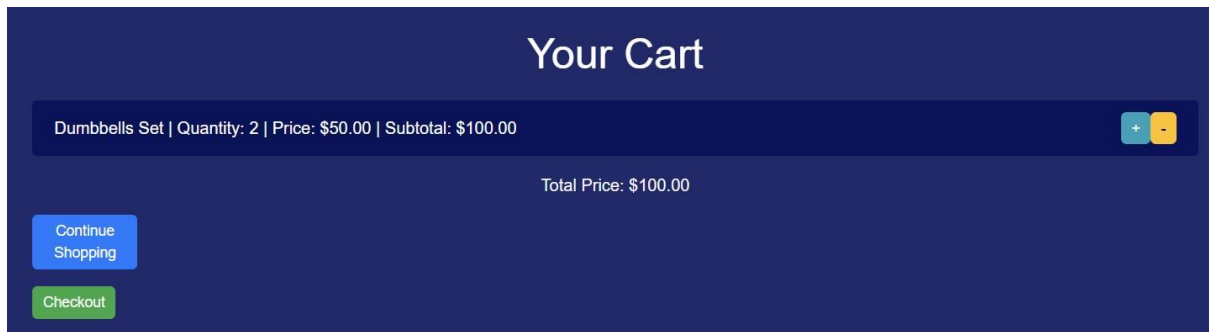
Simplicity: A three-click process simplifies the user experience by breaking down the purchasing journey into clear and manageable steps. Users are less likely to feel overwhelmed or confused when they can quickly navigate through the process with minimal effort.

Intuitiveness: The simplicity of a three-click process makes it more intuitive for users to understand and follow. They can easily grasp the sequence of actions required to make a purchase, leading to a smoother and more satisfying experience.



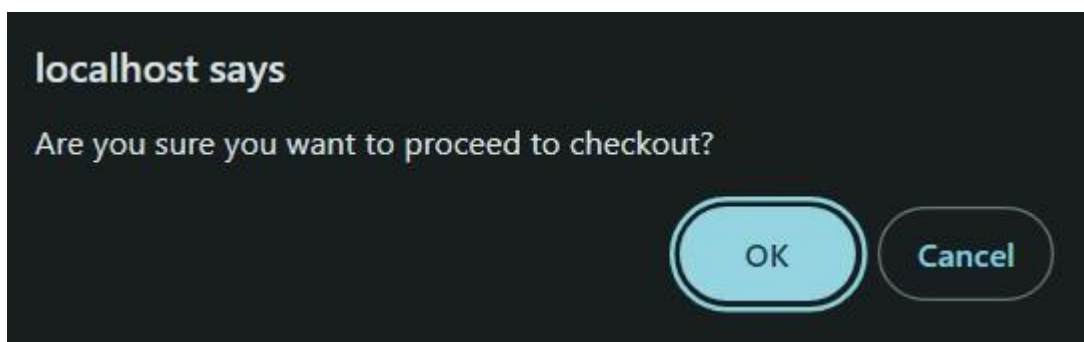
Here the customer chooses the product in this case dumbbell set.

Then they click 'Add to Cart'



Next, they are redirected to a cart where they can select the quantity.

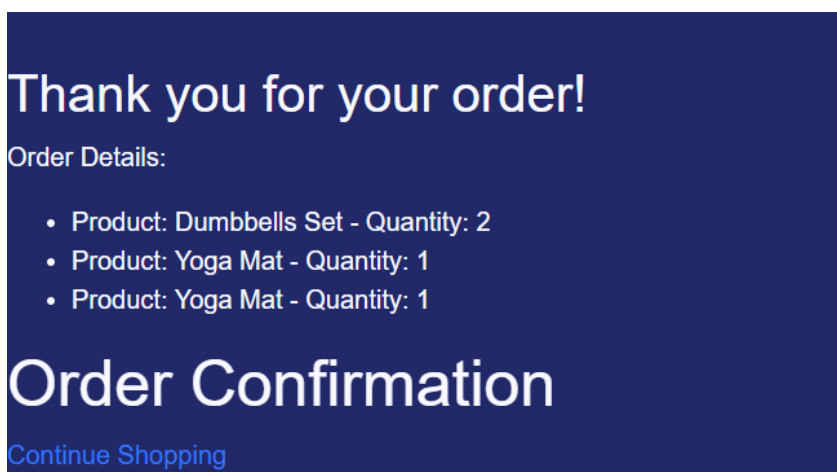
Then they'll have to click 'Checkout'



The customer is warned if they are sure about the purchase they want to make with a pop-up from the screen – this is also good for recoverability in case the customer doesn't want to continue.

By clicking 'Ok' the purchase is complete

And a final page redirection will the customer here



'Add to Cart' followed by 'Checkout' followed by clicking 'Ok' will achieve our 3-Click process which will make the customer enjoy buying from us.

Conclusion

After re-accessing the core principles of user interface design talked about in the requirements document, we not only ensured that the application was made to the required specifications, but also that it was easily usable and clear to users, providing appropriate feedback, being usable with minimal work from the user, that the layout was consistent throughout the application and that mistakes can be easily corrected.